

Touchstone

A 1d6 Roleplaying Guide

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The Good, The Bad and The Neutral

Let's face it. All of the things that can happen in life, or a Roleplaying game, fall into one of three possibilities.

The Good, The Bad and The Neutral.

So instead of making complex and hard to remember rules and mechanics, let's make them both easy instead.

Everything has only three possible outcomes, so what dice could we use? Well a three sided die also known as the d3 would be great, but many people do not have one of these. But just about everyone has a six sided die known as a d6.

If you divide the d6 by 2 you get 3.

This gives you 1 - 2 Bad. 3 - 4 Neutral, and 5 - 6 Good.

But this is a little too much Neutral. The Good and Bad is where the action is.

And wouldn't be better to have just a wee bit more Good than Bad?

Yes, it would. So let's change it to 1-2 Bad. 3 - Neutral, and 4 - 5 - 6 Good.

This simple system can be applied to every aspect of the game.

We now know that rolling a 1 is the worst possible outcome and a 2 is bad.

A 3 is a challenge. It is neither good nor bad.

A 4 is good, a 5 is better, and a 6 is best.

So you can use this possibility trio for every type of roll that you make. It is easy to remember, because it always goes from worst possible outcome to best possible outcome.

Traveling.

No matter the genre, you will travel in some form or another. So traveling should have some adventure it.

Distance.

You can set the estimated distance for your travel or you can roll for it.

As you travel, you should periodically roll for a random encounter. This makes the journey more exciting and fun. Once per increment of travel is one way to do this. The increment can be distance or hours traveled. Roll once per increment.

Roll to see what happens as you travel.

1. Confrontation: You are attacked. Your attacker's level is either $1d6 + 3$, $1d6 + 5$ or $1d6 + 10$. You may increment this higher as you gain experience.
2. Hinderance: Something that delays your progress.
3. Challenge: Something to overcome.
(See [Challenge](#).)
4. Find: You find an item. Related to your setting.
You can use $1d6$ value or quantity.
5. Discovery: You discover a place. $1d6$ importance.
6. Friendly encounter: A friendly person, animal, creature, or being, who is helpful to you in some way.

Confrontation and Hinderance

Confrontation.

You face a hostile person or creature that intends to do you harm. It's time to fight or flee. You decide to fight.

You roll for the attack.

1. You miss the target, lose your balance. You fall from swinging too hard. -1 point.
2. You totally miss the creature.
3. You pause and look for a weakness.
4. You hit for Minimal damage 1 point.
5. You hit for Expected damage 2 points.
6. You hit for Critical damage 3 points.

You face a hostile that intends to do you harm. It's time to fight or flee. You decide to flee.

1. You stumble, fall and take -1 point damage.
2. You fail to escape and will have to fight.
3. You try to decide if you should flee.
4. You flee, but just barely escape.
5. You escape.
6. You easily escape.

Hinderance.

Let's say you are hiking up a mountain trail, the pines smell wonderful and the sky is clear.

All is well with the world. No need to roll.

However, suddenly you notice that the sky is starting to grow darker.

You roll to see what the weather is going to do.

1. It quickly becomes a violent storm with high winds, lightning and heavy rain. You need to find shelter immediately or you will surly be in danger of injury.
2. It slowly begins to grow into a bad storm with high winds, lightning heavy rain. You need to find shelter soon, this is dangerous.
3. It gradually intensifies into a storm with thunder, lightning and steady rain fall. This will definitely slow down your travel. Depending on the urgency of your travel, you may or may not want to take shelter.
4. It begins to grow into some nasty weather with strong winds, and a steady rain. You can continue, but at a slower pace.
5. It slowly begins to grow darker. The wind and rain pick up a bit. This makes your travel a bit uncomfortable.
6. It develops into a light rain. This may slow you down a little, but you can hike on if you choose.

Challenges

Pass Fail Challenge.

Everything is an action of some sort. So you have to decide when an action qualifies the need to roll for an outcome.

You don't want to roll for every step you take, but if there is a perceived challenge, then you do need to roll for the outcome.

Let's say you are walking down a wooded trail, the birds are singing and the sky is clear, and all is well with the world. No need to roll.

However, suddenly you come to a large pit in the middle of your path. Now you need to leap over the pit. You roll the d6 to see if you are successful.

You roll a 1. You try to jump, but stumble and fall head first into the pit. Ouch! That would cause some damage.

Roll for damage. A 1 is a Major injury -6hp. 2 Serious injury -5hp. 3. Average Injury -4hp. 4. Minor injury -3hp. 5. Minimal injury -2hp. 6. Just a scratch -1hp.

You roll a 2. You try to jump, but come up short and slide into the pit.

You are not injured, but now you have to climb out of the pit. This could be another challenge.

You roll a 3. You think about jumping for a bit.

You roll a 4. You jump, but just make it.

You roll a 5. You jump and make it as expected.

You roll a 6. You easily jump the pit.

Set Challenge.

You can also use a set challenge. This is done by setting a challenge number to roll over.

Example: You set an easy challenge of 1, to open a locked door.

So you would need to roll a 2 or greater to have success at opening the door. You have a 5 in 6 or 83% chance to open the door.

You set an a little bit harder challenge of 3, to open a locked door. You have a 4 in 6 or 67% chance to open the door.

You set an a little bit harder challenge of 4, to open a locked door. You now have a 3 in 6 or 50% chance to open the door.

You set an a little bit harder challenge of 5, to open a locked door. You now only have a 1 in 6 or 17% chance to open the door.

You cannot set a challenge at 6, because you cannot roll higher than 6.

Reward.

Experience (exp) point rewards for success should reflect the difficulty of the challenge.

For an easy challenge of 1, Grant 5 exp. Increment as the challenge becomes harder.

10 exp for a 2. 15 exp for a 3, 20 exp for a 4 and 25 exp for a hard challenge of 5.

Use exponential increments to level up. Start at 0, then require 100 for level One. 300 for level Two 600 for level Three and so on.

Find and Discover

Find.

Let's say you are walking down a sandy beach, the waves are calming and the sun is shining and the sky is clear.

All is well with the world. No need to roll.

However, suddenly you something shiny catches your eye.

You roll to see what it is?

You roll a 1. You reach down to pick it up and are bitten by a shiny bug.

You roll a 2. You reach down and pick it up and find it is a fake coin.

You roll a 3. You reach down and pick it up and are not sure exactly what it is. You either toss it or keep it.

You roll a 4. You reach down and pick it up and find that it is a copper coin.

You roll a 5. You reach down and pick it up and find that it is a silver coin.

You roll a 6. You reach down and pick it up and find that it is a gold coin.

You can also roll for value or quantity of a found item.

Example:

You find a pouch with 1d6 coins inside. The coins are worth 1d6 currency each.

Discovery.

The trail opens to a clearing and you make a discovery.

You roll a 1. You discover a campsite full of hostiles and they see you. Get ready to fight.

You roll a 2. You discover a campsite full of hostiles, but they haven't noticed you as yet.

You roll a 3. You discover an empty abandon campsite. You may want to search it.

You roll a 4. You discover a friendly camper.

You roll a 5. You discover a group in the middle of a celebration. They invite you to join in.

You roll a 6. You discover a small friendly village. This is a good place to rest and trade.

Friendly Encounter.

You meet a person on the road.

You roll a 1. They nod and pass by.

2. They stop and chat for a moment and then continue on their way.

3. They inquire about your adventure and offer to join you. It's up to you?

4. They offer some useful advice.

5. They offer some useful items.

6. They offer some useful advice and items. Perhaps they even offer you a ride.

What's Your World Like

Everything else is dependent on the genre that you choose to Role play in. This could be a Past, Present or Future setting. You decide.

Select or Roll for a quick setting.

Time period.

1. Ancient Past: Primitive and uncivilized.
2. Far Past: Forming civilizations.
3. Near Past: Empire building and conquest.
4. Present: Modern times.
5. Near Future: Minor space exploration.
6. Far Future: Other worlds and civilizations.

Utopian and Dystopian.

1. Extremely Oppressive and Violent.
2. Authoritarian Oppression.
3. Major struggle between Oppression and Freedom.
4. Minor struggle between Oppression and Freedom.
5. Freedom is the dominate force.
6. Total Freedom or Anarchy.

Different parts of your chosen world could be completely different as well. You may be playing in a realm where you travel to different worlds.

Each world could have a completely different set of characteristics.

Other things to consider that you will want to create for the setting that you have chosen for your character.

Is this a Historical or Fantasy setting? Maybe it's a bit of both. What is the History of it. Is there Magic or unusual creatures?

What is the Climate & Landscape like?

Hot desert. Cold and Icy. Warm and Tropical. Thick jungles or forests. Mountainous or flat plains and prairies. Maybe a mixture of several climates and landscapes. Perhaps it is a total aquatic world or a dark subterranean one. It could also be a remote Space station.

People, Culture. One type or many?

Government, Politics and Religion? Is there a ruling class? Is it controlled by political or religious factions?

Technology and Economy?

What is the means of survival?

Primitive hunter gatherer and basic trade for goods and services?

Multiple levels of skills from hunters, farmers, craftsmen, with a developed currency system?

High-Tech where knowledge is the currency?

Challenges?

Are the Hostiles, people, animals, machines, monsters or a mixture of some, or even all?

Create as much or as little as you need to enjoy your game. There is not a wrong way to play.

Character Alignment Attributes and Aspects

Create a Character.

You can choose what type of character you wish to play as or you can roll for it. The choice is yours. You decide.

Alignment:

1. Pure Evil: You enjoy doing what is wrong, no matter the cost.
2. Mostly Evil: You are drawn to doing what is wrong, no matter the cost.
3. Neutral Evil: You are drawn to doing what is wrong, but weigh the cost.
4. Neutral Good: You will always try to do what is right, but weigh the cost.
5. Mostly Good: You will always try to do what is right, no matter the cost.
6. Pure Good: You will always do what is right, no matter the cost.

The setting should dictate the type of Character you will play as. However you could not fit in as well.

Let's say you are a future high tech person who travels back in time to a more primitive era, or a person who is transported into the future.

You may choose to play as a creature or android instead of a person. The choice is yours.

Attributes and Aspects.

Your Attributes are what comes natural. What you were born with. Skills are something you learn by experience.

Your Attributes and Skills should reflect the alignment that was selected.

Attributes:

Some evil attributes would be: Dishonest, Cruel, Intolerant, Greedy, Violent.

Some good attributes would be: Honest, Kind, Tolerant, Charitable, Restrained.

Aspects:

The three Aspects are Body, Mind and Spirit.

These three can be Good, Bad or Neutral.

At a minimum you should track these three Aspects in your adventure.

Body: How many Hit points do you have?

Mind: How much intelligence do you have?

Spirit: How much faith or willpower do you have?

All of this will apply to the Character that you choose to play as.

What Character types are there?

Look at the three Aspects.

Body, Mind and Spirit.

Building Your Character

Building Your Character.

To build your Character, you will want to focus on the strengths and weaknesses. You first need to find out what they are.

Roll 1d6 + 10 for each of the three Aspects, Body, Mind and Spirit.

Example:

You roll for Body and get a 5.

$5+10=15$. For your Body Aspect.

You roll for Mind and get a 1.

$1+10=11$. For your Mind Aspect.

You roll for Spirit and get a 3.

$3+10=13$. For your Spirit Aspect.

Your strongest aspect is your Body, second is your Sprit and last is your Mind.

This looks like it would best fit a Fighter of some type. This could be a Barbarian, a Knight or Space Marshall, depending on the setting you chose to play in.

A Magic user would want to have the Mind as the strongest value, where a Cleric would want to have Spirit instead.

You may choose what Character to play, or let the dice rolls point the way.

Character Skills.

You have a Character selected or rolled. Now you need to give the Character some Skills that fit the aspects.

If Body is dominant, then Strength, Agility, Dexterity would fit well.

If Mind is dominant, then Logic, Reason, Perception would fit well.

If Spirit is dominant, then Sensory, Healing, Psychic powers would fit well.

Each of these could have many more skills, but then your Character sheet may be cumbersome.

Tracking Body, Mind and Spirit will cover all of the Skills that you may have for your Character.

These three can be damaged by accidents and encounters.

Hostiles, accidents or challenges could do damage to the Body, Mind and Spirit.

Outcome:

If the Body reaches zero you are dead.

If the Mind reaches zero you are insane.

If the Spirit reaches zero you have lost your will.

Some examples are listed on the next page.

Taking Damage

Taking Damage

Hostiles could do damage to any or all three aspects. Body, Mind and Spirit. Let's see how this could happen.

Damage to the Body: is the main way one would take damage by an attack. The hostile hits you for minimal 1, average 3, or a maximum 6 damage. (See [Confrontation](#))

Damage to the Mind: is another way one would take damage by an attack. This type of attack would fit well into a Fantasy genre, where magical creatures, spells or devices can attack the mind.

Damage to the Spirit: is also another way to take damage from an attack. Intimidation is a good example of an attack on the Spirit. If you are intimidated, then you lose your will to fight.

Accidents

Damage to the Body: is the main way one would take damage by an accident. You slip, trip or fall and take 1d6 damage to the Body.

Damage to the Mind: is another way one would take damage by accident. You enter into an area where there is a chemical that alters the mind, or you mistakenly take a mind altering drug.

Damage to the Spirit: is also another way one could take damage from an accident. You stumble into a tragic scene or hear of it.

Using The Three Aspects

You will use Body, Mind and Spirit in some manner, whenever you face any type of challenge.

When you face a challenge to the Body you may want to transfer a point from the Mind or Spirit to boost the Body.

Example:

You have to jump a pit with a challenge of 4. So you will need to roll greater than 4 to successfully jump the pit.

Before you jump you elect to use a Mind point to estimate the jump. Or you use a Spirit point to encourage yourself. You could also opt to use 1 point from each. This really changes the odds.

Doing this increases the odds for success on the jump, but decreases the points of the aspect that it was taken from. They can be restored later by rest or healing, but if you have another encounter prior to restoration then the reduction could prove dangerous.

Likewise if the challenge involves the Mind, you could transfer a Body or Spirit point to boost your odds. Or if the challenge involves the Spirit, you could transfer a Body or Mind point to better the odds.

When you opt to transfer points, you should call out your intention before rolling. It would be unfair to make a call after seeing the outcome.

Weapons, Armor and Battle

Weapons and Armor

Weapons and armor should provide a slight bonus, but not too much, or battles could go on forever.

Using a three level system will do the job.

Light +1, Medium +2 and Heavy +3.

This works well for both Weapons and Armor.

Confrontation.

You face a hostile person or creature that intends to do you harm. You have no weapon or armor. Fight or Flee.

You roll for the attack.

1. You miss the creature and lose your balance and fall from swinging too hard. -1hp.
2. You miss the hostile.
3. You look for a weakness.
4. You hit for minimal damage 1 hp.
5. You hit for expected damage 3 hp.
6. You hit for critical damage 6 hp.

The above attack rolls would increase as you acquire better weapons. +1, 2 or 3.

Armor adds a +1, 2 or 3 for light, medium and heavy Armors. You subtract the Armor value from the opponents attack.

Example: They hit for 6, but you have +2 armor so you only take 4 damage.

Using Magic

If your setting uses Magic then once again the three level system will do the job.

You roll for the Spell of choice.

1. You fail the cast and it backfires on you causing. -1 point damage to yourself.
2. You miss the target or the spell fails.
3. You study the spell before casting.
4. You hit the target for minimal damage of 1 point, or the spell power or its duration is low.
5. You hit the target for the expected damage of 3 points or the spells power or its duration is normal.
6. You hit the target for Critical damage of 6 points, or the spells power or its duration is above your expectation.

Fleeing

You roll to Flee

1. You stumble, fall doing 1 point damage.
2. You fail to escape the enemy..
3. You try to decide if you should flee.
4. You flee, but barely escape. You roll a
5. You escape.
6. You easily escape.

Rest, Restore and The Oracle

Rest and Heal whenever you feel the need to restore points. Your selected genre will dictate how this is done.

You may select to use Rest, Sleep, Meditation, Medicine, Potions, or Magic.

Consuming Food and Drink should provide some increase to Health. It should also be a requirement to maintain health and have a penalty for going too long without.

Failure to consume food and water at least once per day. Deduct -1 point per hour until you take time to do so.

Example:

Meditation grants 2 points per hour.

Rest grants 4 points per hour.

Sleep grants 6 points per hour.

Food and Drink provides 4-6 pints, based on the amount and type consumed.

A Potion, Medicine, or Magic Spell may grant 1d6 points of healing.

You should consider insuring that you are in a safe place to rest.

1. - 2. Unsafe. You could be confronted by a Hostile. Roll to see. Odd is Yes, Even is No.

3. - 4. This place seems to be Safe, but the surroundings are somewhat unpleasant and uncomfortable.

5. - 6. This place is Safe. You can rest easy here.

The Oracle

When you cannot decide, and need a simple answer roll the die. Even is Yes and Odd is No.

Example:

Is the door locked?

2. 4. 6. Yes it is locked. 1. 3. .5 No it is not.

If you need a weighted answer, use one bad to six good value.

Example:

Is it raining outside?

1. Yes, there is a severe thunder storm.

2. Yes, a hard rain is falling.

3. Yes, a normal rain.

4. Yes, but only a light sprinkle.

5. No, but there is a mist or fog.

6. No, not a drop.

You are free to use the Oracle as much or as little as you like. If you feel you know the answer, then just go with it.

The Other

What's Next.

Beyond this the only thing left is to find or create a suitable adventure or quest for your character to accomplish.

You should consider what items your character will start with.

What type of Hostiles are there?

You can use the three Aspects of Body, Mind and Spirit to create Hostiles that fit your chosen setting.

You can then set them at three or more levels incrementally increasing the aspects for each level.

You can do likewise with the defense and attack form that fits the created hostile.

What does the Character start with?

Will they start with Weapons, Armor, Supplies, Currency, or perhaps they start with nothing.

A Generic Character sheet has been included on the next page.

Where do they start?

Some generic tables have also been included in case your imagination isn't giving you anything or you want to get busy playing rather than taking time creating a scenario.

Wrap up.

Touchstone was designed to be an easy to use system for any genre of role-play that you may enjoy.

It will work for Solo or Group play.

It only requires pencil, paper, one six sided die and a lot of imagination.

This version does not provide a bestiary or specific places or items, because it is meant to be used in the setting of your choice.

You will create the World, its inhabitants, and all the items that you would expect to have in the setting that you choose.

The game mechanics are easy to use and remember. This allows to get busy playing instead of referencing an encyclopedia of information, just to make a simple action.

I hope it will be helpful in bringing you some roleplaying adventure and fun.



Touchstone Character Sheet		Experience points:		
Name:	Alignment:	Character Type:		
Body: Starting: <input style="width: 80px; height: 25px;" type="text"/> Current: <input style="width: 80px; height: 25px;" type="text"/>	Mind: Starting: <input style="width: 80px; height: 25px;" type="text"/> Current: <input style="width: 80px; height: 25px;" type="text"/>	Spirit : Starting: <input style="width: 80px; height: 25px;" type="text"/> Current: <input style="width: 80px; height: 25px;" type="text"/>		
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 10px; vertical-align: top;">Inventory</td> <td style="width: 50%; padding: 10px; vertical-align: top;">Knowledge and Skills</td> </tr> </table>			Inventory	Knowledge and Skills
Inventory	Knowledge and Skills			

Generic Tables

Roll or Select for a Scenario

1	Investigate, Explore, Map, Settle, Destroy	Location or Locations
2	Hunt, Capture, Kill, Banish, Investigate	Person, Persons, Creature or Creatures
3	Recover, Steal, Plant, Forge, Destroy	Item or Items
4	Rescue, Assist, Hinder, Heal	Person, Persons, Creature or Creatures
5	Deliver, Escort, Persuade, Warn	Person, Persons, Creature or Creatures
6	Escape, Evade, Hide From, Pacify	Person, Persons, Creature or Creatures

Roll or select from each column as needed for Find and Discovery

	Condition	Item Type		Location
1	Useless	Weapon	1	Tomb, Crypt, Burial Ground, Prison, Storage, Facility
2	Used	Armor	2	Cave, Tunnel, Mine, Sinkhole, Subterranean
3	Normal	Tool	3	Pond, Stream, Lake, River, Sea, Ocean, Underwater
4	Good	Food	4	Mountain, Valley, Plateau, Plane, Desert
5	Great	Medicine	5	Small Village, Camp, Dwelling, Facility
6	Amazing	Currency	6	Large Village, Town, City, Facility

Roll or select from each column as needed for Encounters.

	Status	Encounter	Knowledge Of
1	Hostile	Entity, Spirit, Ghost	Have never seen before
2	Friendly	Android, Machine, Device	Have seen before
3	Neutral	Person or Persons	Have never heard of
4	Friendly	Animal or Animals	Have heard of
5	Hostile	Creature or Creatures	Have never encountered
6	Neutral	Mixed Group	Have encountered before

Example Scenario: You roll a 4 and choose Rescue Person. You roll a 1 on the location and select Prison.

You can roll on the Find, Discovery and Encounter tables as needed. Example: You roll a 2,3 on the Find table. You find a used tool. You roll a 2,4, 6 on the Encounter table. You meet a Friendly Android that you have encountered before. You may want to create tables that are more specific to the genre you wish to play in.

Touchstone

Well I had quite a bit of fun creating Touchstone and I hope you have just as much or more fun playing it.

Please feel free to email me with any questions or comments. Good or bad.

At rpgcyrusrite@gmail.com

Thanks for playing.

R. A. Rice AKA Cyrus Rite.

